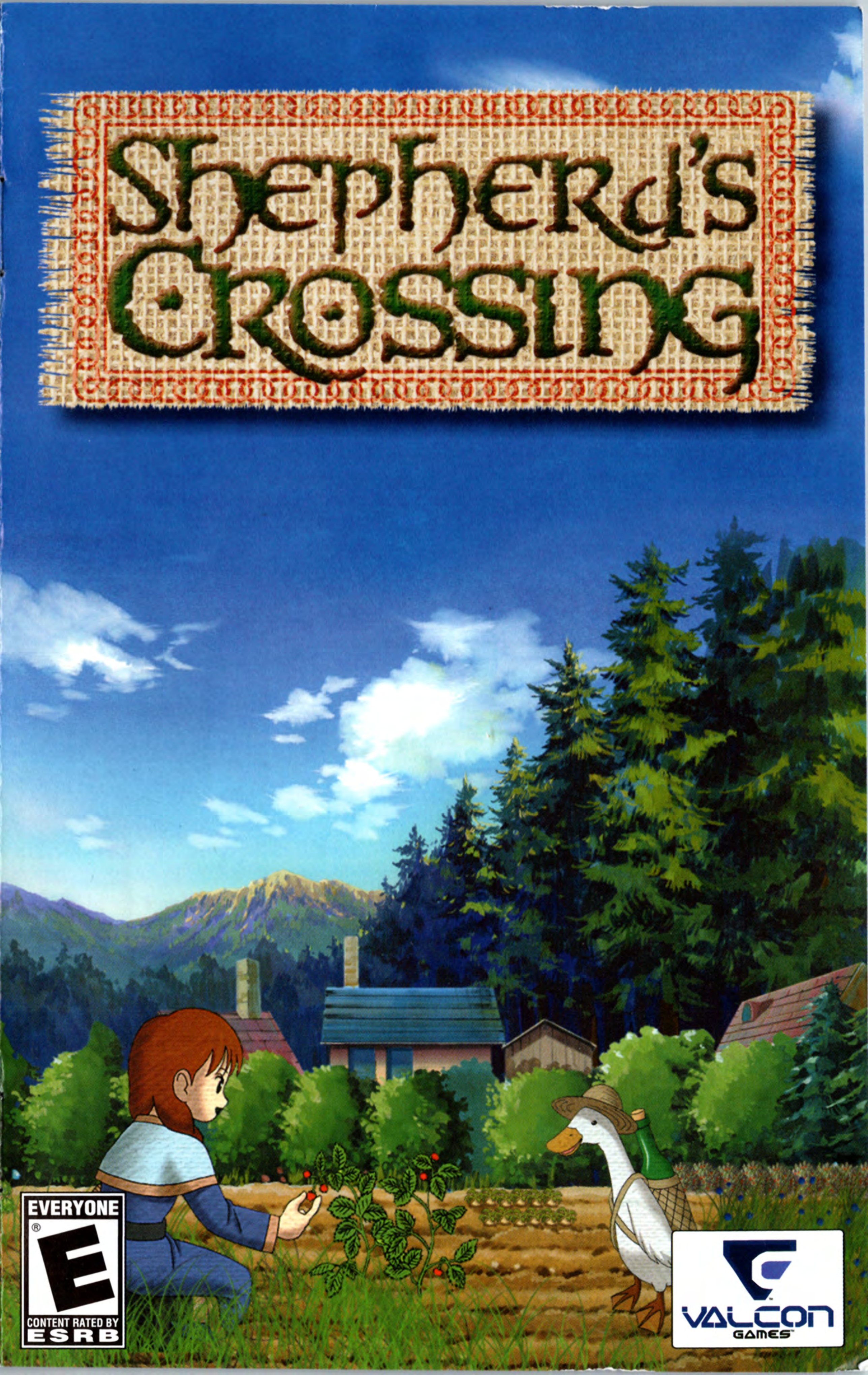
Shepherd's Crossing



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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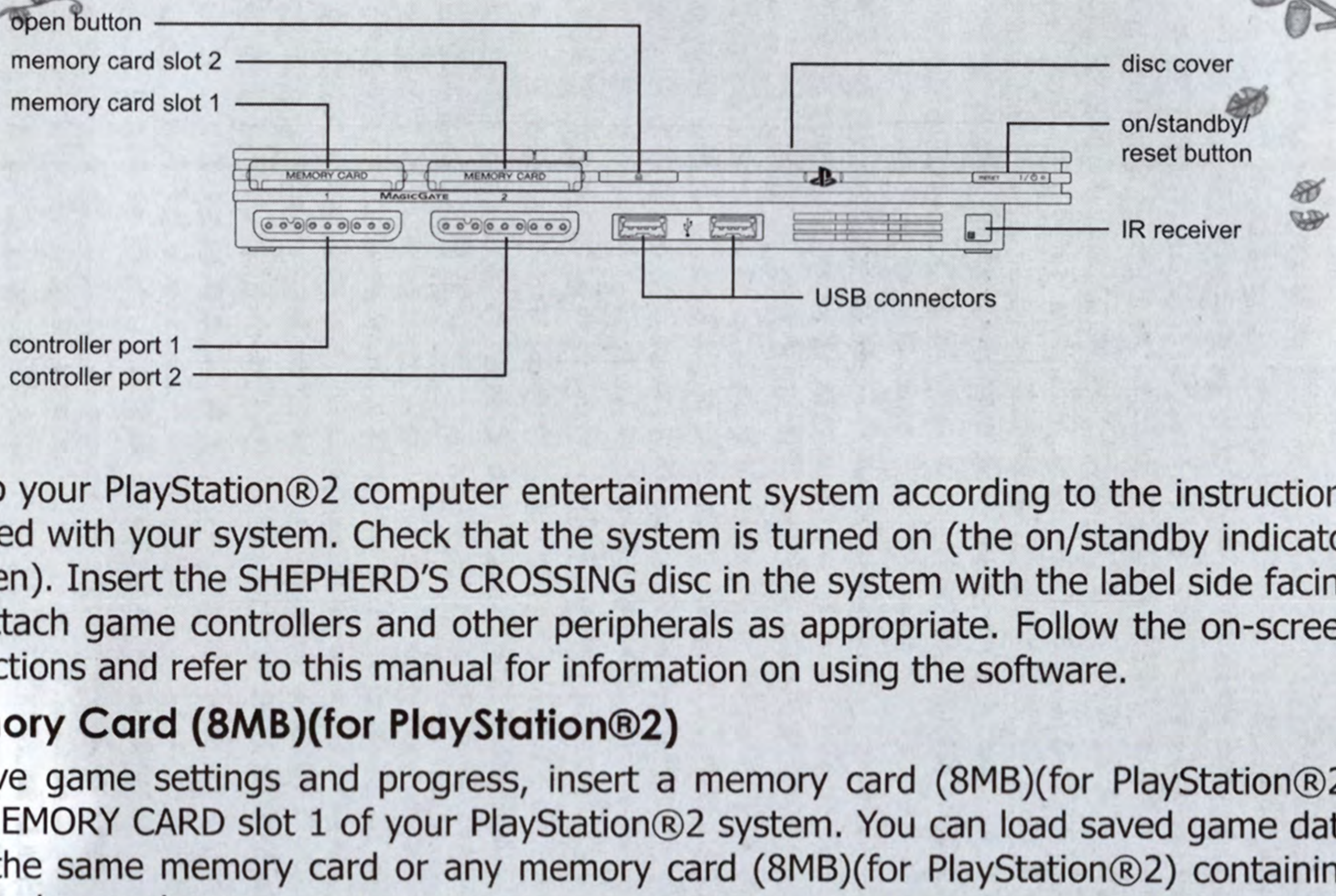
INTRODUCTION

Welcome to Shepherd's Crossing.

This village was nearly abandoned once, but you, like a lot of other people, have just discovered it for the first time. It's your first day in town, but you've already made a lot of friends, and the Mayor has found a small house for you to live in, with a plot of land. You've spent your life traveling the world, and never once thought about settling down, but there's something about this town...

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the SHEPHERD'S CROSSING disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

BEGINNING A GAME

At the Title Screen, press the START button. Select New Game using the directional buttons, and press the × button.

At the Naming Screen, use the directional buttons to highlight a letter, then press the × button to type it. Use the arrows at the bottom of the Naming Screen to delete a character, or type a space. Select OK when you're finished.

Enter a shorter name in the Nickname Screen, and select OK.

You will hear the story of the town of Shepherd's Crossing, and meet Claire, Brammy, and the Mayor for the first time.

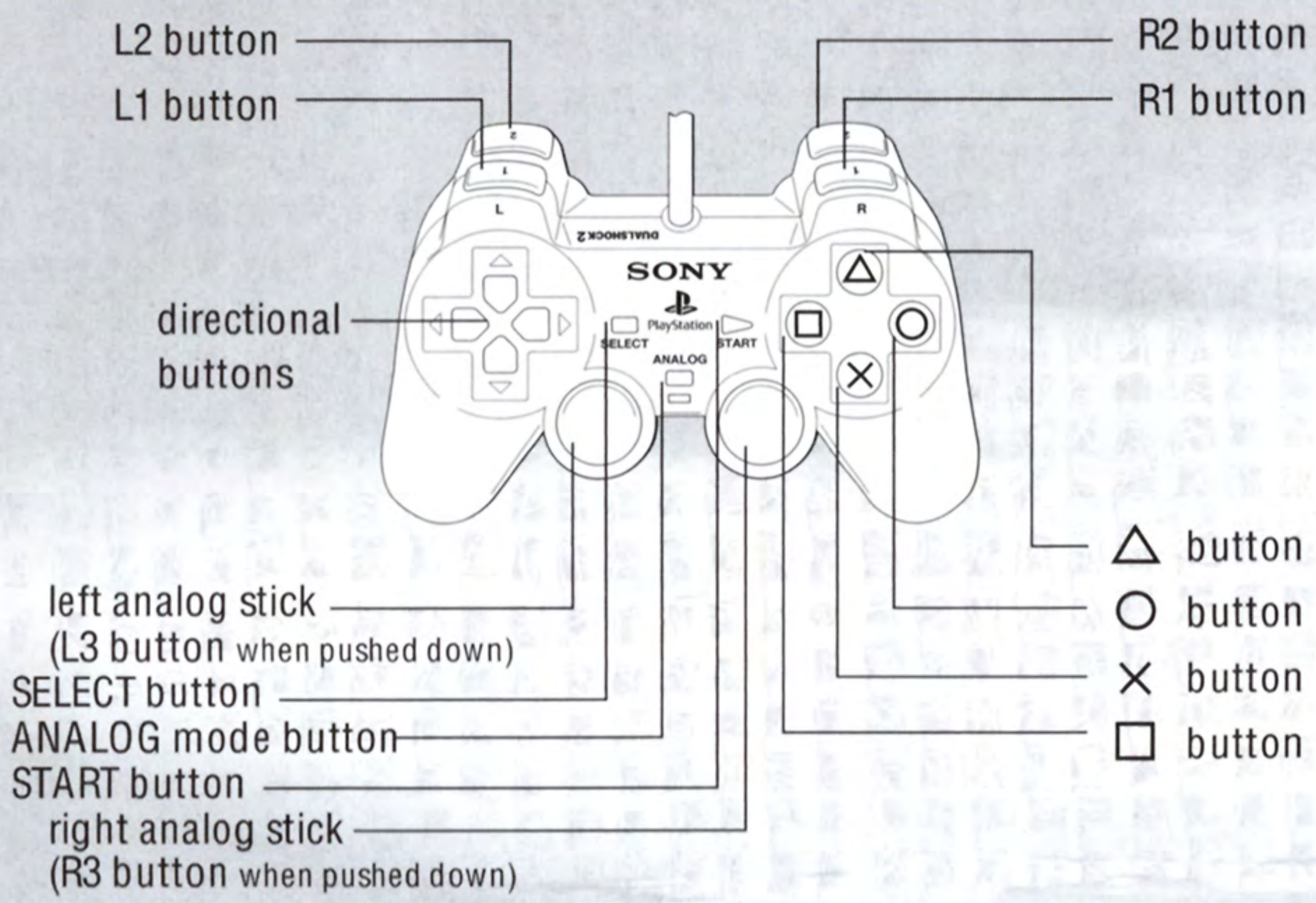
BASICS

The game takes place on the farm you've been given. You'll start out standing near Brammy and your house. Use the Left analog stick or the directional buttons to move around your farm.

When you approach an object, plant, or animal, it will highlight. Press the × button to pick up a highlighted object, and it will be added to your inventory at the bottom-left corner of the screen. You can hold up to three items at once. To drop an item, press the ○ button.

CONTROLS

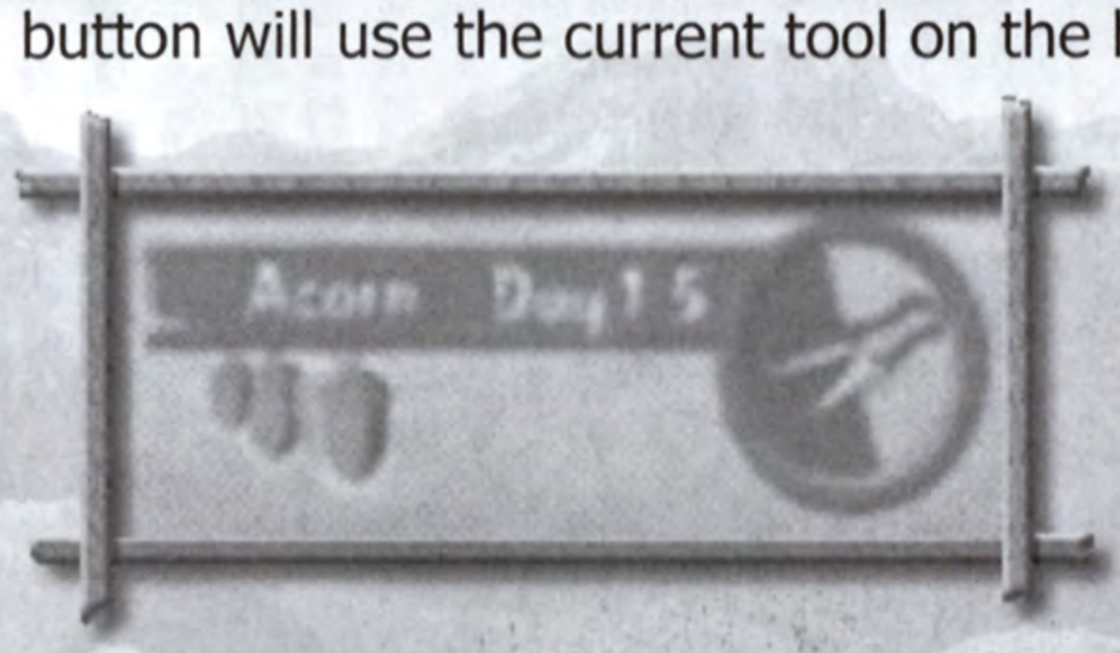
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	Move
Left analog stick	Move
× button	Pick Up Item
△ button	Switch Tools
L1 button	Advance Time
L2 button	Teleport

START button	Hint Screen
Right analog stick	Move Camera
○ button	Drop Item
□ button	Use Current Tool
R1 button	Run (while holding)
R2 button	Rotate Inventory Item

Throughout the game, you will also acquire tools. Your current tool is displayed in the circle in the top-right corner of the screen, along with the phase of the moon. You can change tools by pressing the △ button. If any objects are highlighted, pressing the □ button will use the current tool on the highlighted object.



Time is an important part of Shepherd's Crossing. Pressing the L1 button will move time forward one day, giving your crops and animals time to grow. There are four seasons in Shepherd's Crossing; Daffodil, Grape, Acorn, and No-grass.

The current date is always displayed in the top-right corner of the screen, next to the current tool.

THE MARKET

There are three markets in Shepherd's Crossing: Caramella Market, Napot Market, and Seara Market. You can reach the markets by walking through the market entrances at the edges of your farm. The Napot and Seara markets will not be available when the game begins, but will open later. If you enter a market with items in your inventory, you'll be given a list of possible trades. To make a trade, select it with the left analog stick or directional buttons, then press the × button to confirm your choice.

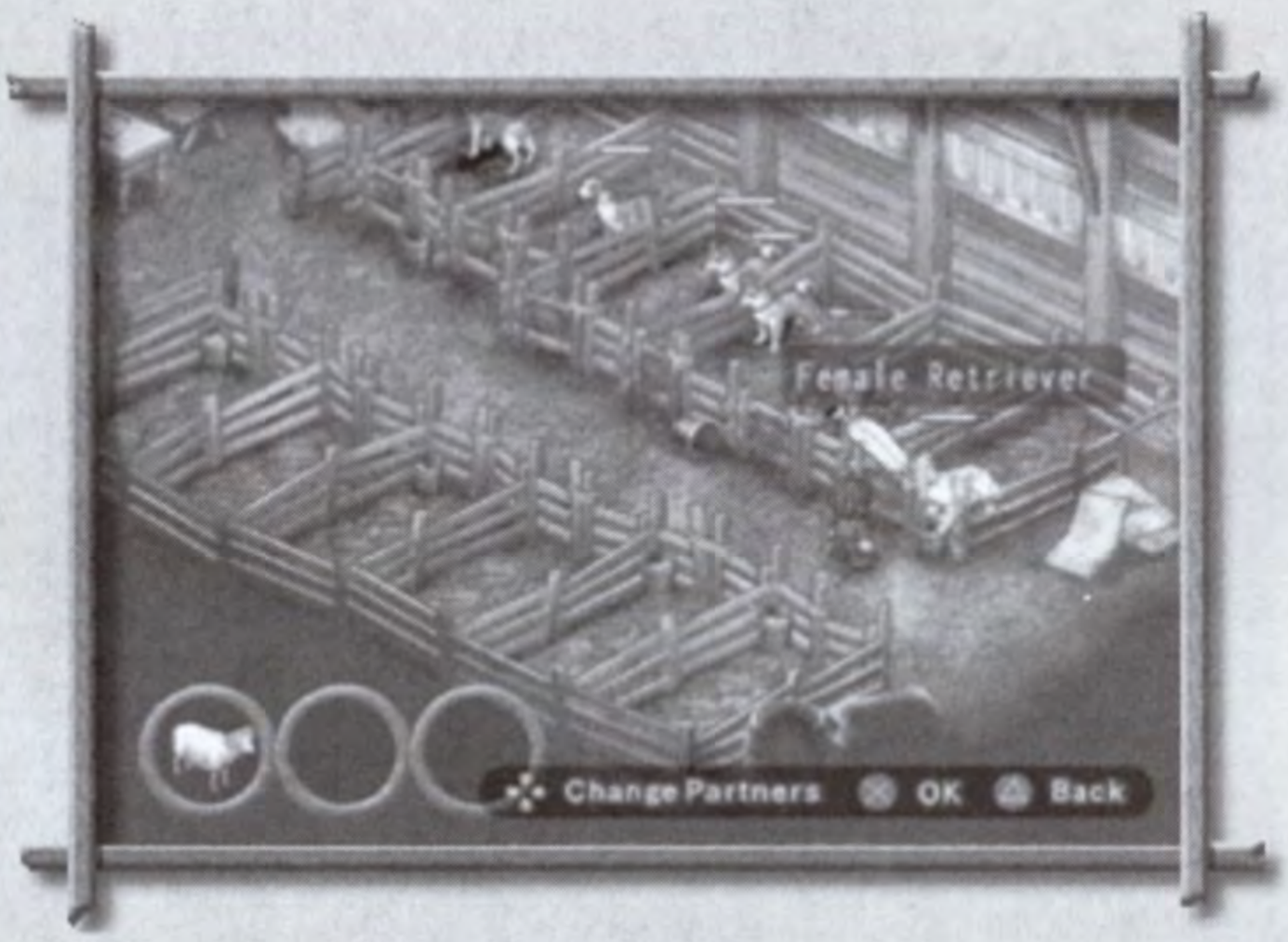
In the market, you can hold up to nine items in your inventory. When you leave, any items exceeding the normal three item limit will be dropped on the ground near the market.

Markets offer different trades for some items. Remember to shop around!

THE DOG HOUSE

Any type of animal in Shepherd's Crossing can be kenneled in the Dog House at the top of your farm. To keep an animal in the Dog House, pick it up and walk into the Dog House with the animal in your inventory, then select Add Animal from the Dog House menu. Only animals that are old enough to breed can be kept in the Dog House.

Unlike other animals on your farm, animals in the Dog House do not need to be fed regularly, and cannot breed.



YOUR HOUSE

Your house is in the top-left corner of your farm. You can enter at any time by walking into it. Once you enter the house, you will have five options: Brammy's Diary, Save, Load, Config, and Back.

Brammy's Diary – This is the diary of Brammy the talking duck. When your farm has visitors, or an important event takes place, or you learn something new, Brammy will make a note of it. Unlike your sister, he doesn't mind you reading it.

Save – To save your progress in the game, select 'Save', confirm, then select a Save File. You can store up to three Save Files on one memory card.

Load – To load a previously saved game, select 'Load', confirm, then select the Save File you want to load.

Config – Set Shepherd's Crossing to either Mono or Stereo sound output.

Back – Select Back to exit your house and return to your farm.

PLANTS

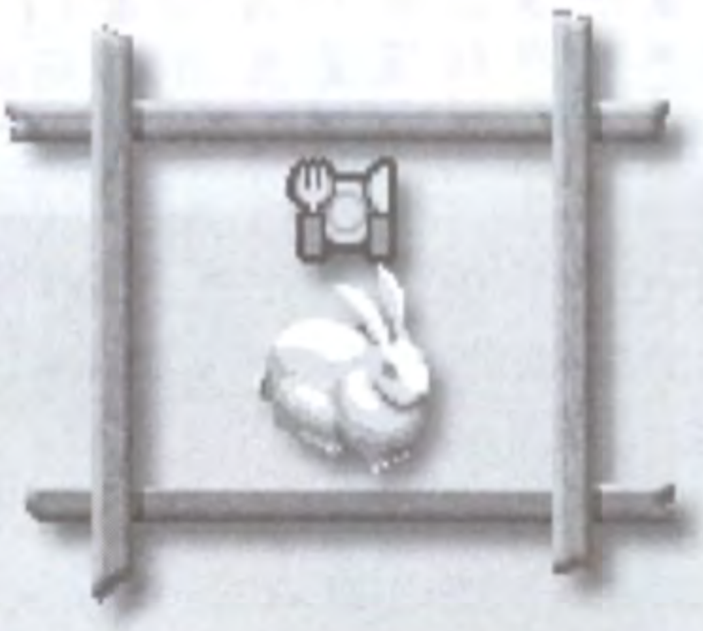
Farming is the heart of Shepherd's Crossing. The plants you grow on your farm can be traded at the markets for new items.

To plant a seed of your own, just toss it on the ground where you'd like the plant to grow. As time passes in the game, seeds will become sprouts, sprouts will become young plants, and young plants will eventually ripen and be ready to harvest.

Plants will only grow during the Daffodil, Grape, and Acorn seasons. Once a plant is ready to harvest, select the Sickle tool, highlight the plant, and press the □ button to cut it. If your inventory is already full, the plant will drop on the ground. If there is no room for the plant on the ground, you will not be able to cut the plant until you have an empty slot in your inventory.

ANIMALS

You can also raise a wide variety of animals on your farm. Animals can be traded at the markets for meat, or for new types of seeds to plant.



Most animals in the game start out young. Young animals have no icons above their heads, and cannot breed or be traded at the markets. To grow into adults, animals must be well fed with their favorite foods.

Animals on your farm must be fed regularly, or they will become hungry, and eventually die. A hungry animal will display a small dinner plate above its head. Different animals require different types of food.

Once an animal becomes an adult, it will have a small icon above its head indicating its gender; a blue arrow for male animals, and a pink cross for females. When male and female animals are kept together, females can become pregnant. A small heart icon will appear above the head of a pregnant animal. After a while, the icon will disappear, and a new young animal will be born.

If you keep mammals on your farm, they will nurse their young. A small bottle icon will appear above the head of a nursing animal. Young animals should be kept near nursing animals to help them grow up quickly.

If you keep birds on your farm, they will lay eggs from time to time. All eggs can be traded at the markets, but only fertilized eggs can hatch. Fertilized eggs will have small chick icons above them. Like young mammals, fertilized eggs should be kept near their mothers.

DOGS

Dogs are important animals in Shepherd's Crossing. They aren't just your pets, they're your partners. Dogs help you hunt and herd animals, activities that are vital to the success of your farm, and they can protect your farm from invaders.

Like any other animal, dogs can be bought at the market and start out young. With a good diet of meat, dogs will become adults, and be able to breed more dogs. Only adult dogs that are loose on your farm will be able to protect it from intruders, and only dogs in the Dog House can be taken hunting.

There are nine breeds of dog available at the markets, and each breed has a different set of abilities. Some dogs cannot learn certain abilities, so the mix of dogs you keep in the Dog House and take hunting will be important.

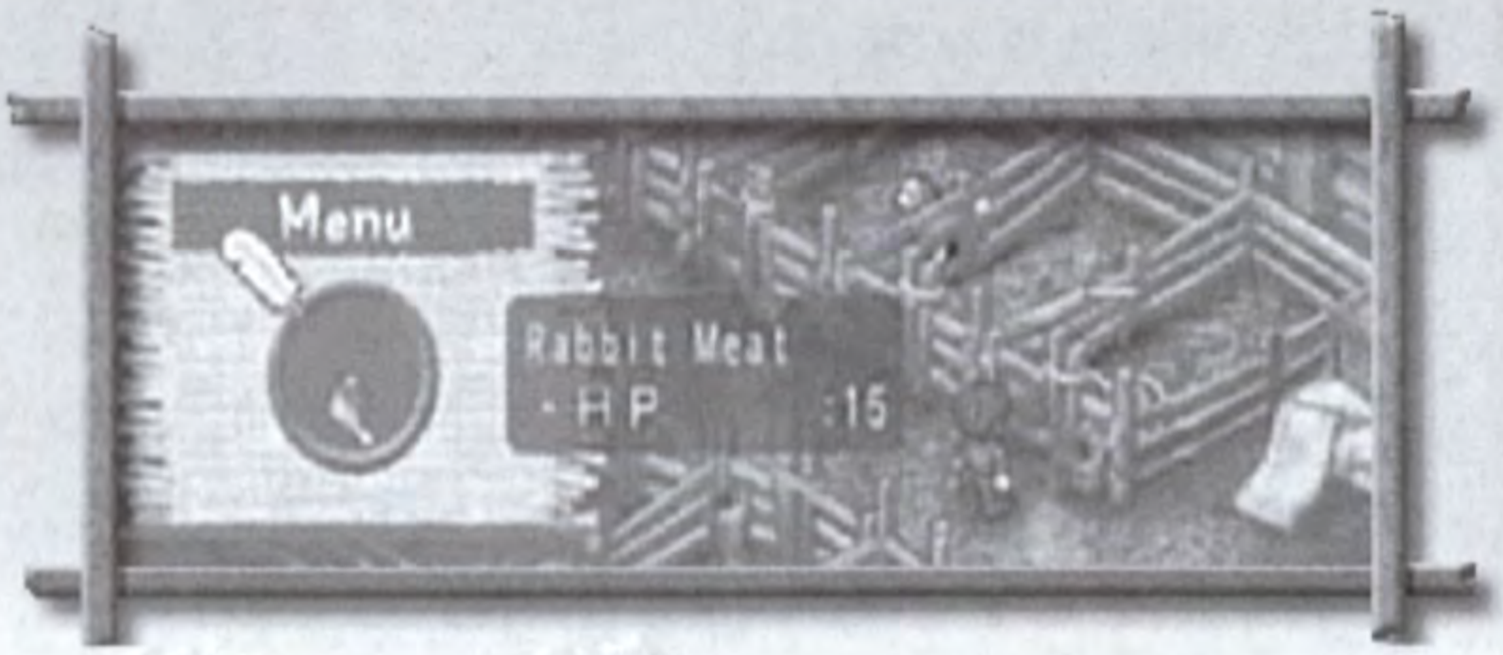
HUNTING

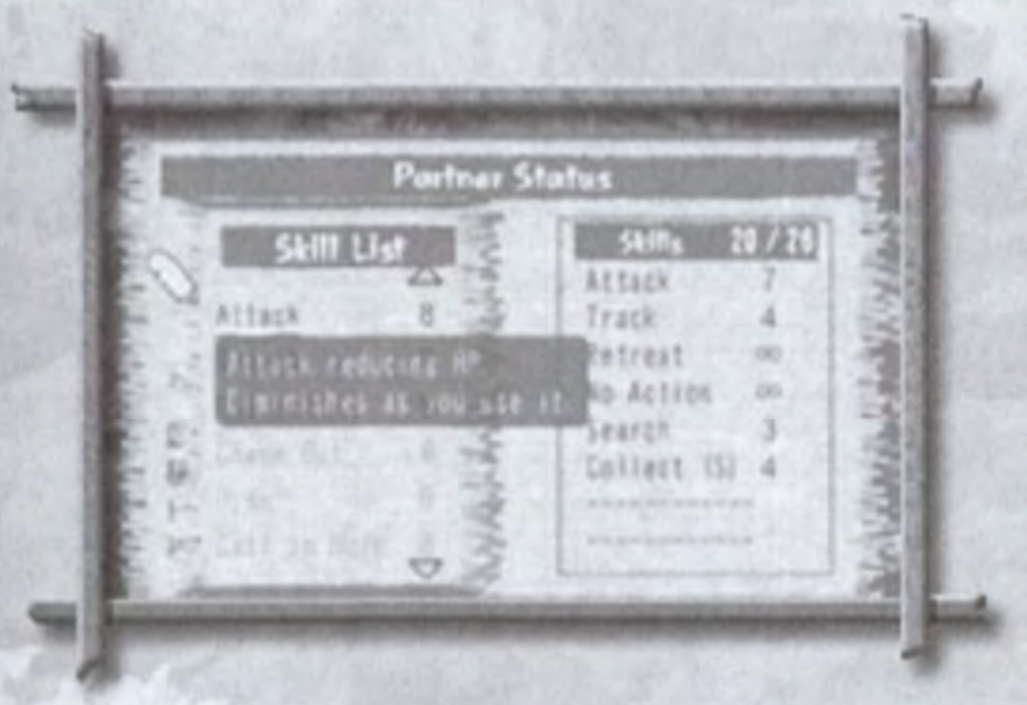
From time to time, friends will visit your farm and invite you to go hunting. Hunting is an important part of life in Shepherd's Crossing, and an excellent way to earn animal meat and Points, which can be exchanged for Gifts. You can also hunt at any time by entering the Dog House and selecting Hunt from the Dog House menu. Only hunts that you have completed successfully will be available from the Dog House.

Before hunting, it's important to make sure your dogs are in peak condition. From the Dog House menu, selecting Partner will give you a chance to feed your dogs and teach them new Skills.

Feeding

Foxes and burrow rabbits are wily, and may injure your dogs while you hunt. Feeding your dogs meat you've carried into the Dog House increases their health.





Skills

Skills represent commands you can give your dogs while hunting. The number next to an skill indicates how many times you can give that command while hunting. Once you've made friends with neighboring dogs, they will stop by now and then and give you extra points that you can assign to your dogs. Old dogs can learn new tricks this way, but some breeds can never learn specific skills. When you're assembling a hunting party, it's important to consider which abilities you'll need.

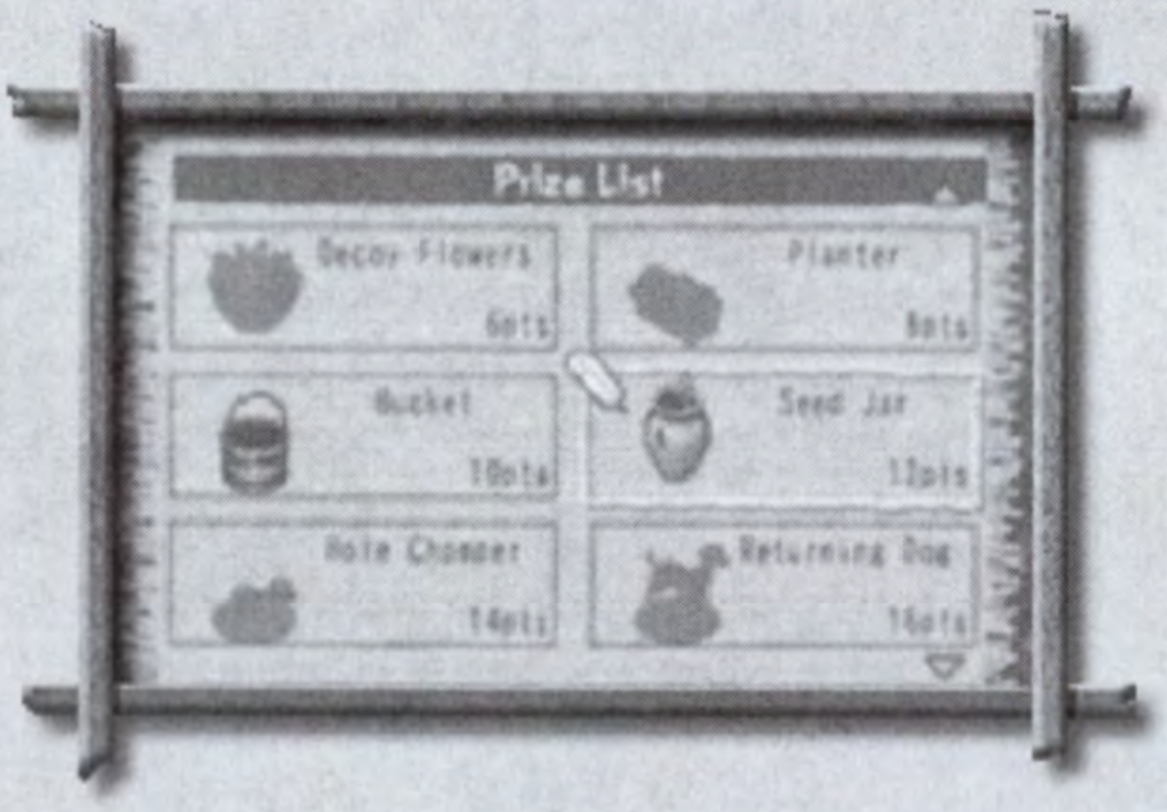
Combat

Once you're done selecting dogs, the hunt is on! Your team will line up opposite the prey, and you'll have a chance to give commands to your dogs.

Your goal is to earn more points than the friends you're hunting with. Points are awarded for felling prey, and for collecting fallen prey. Fallen prey that is collected can also become meat when the hunt ends.

A menu will appear above the head of each dog as it asks for a command. Select an option, then press the × button to move to the next dog. If you make a mistake, press the △ button to back up until you reach the dog whose command you need to change.

Before your dogs execute the commands you've given them, the prey will have a chance to move. If you order all of your dogs to attack and their prey hide, your dogs will have nothing left to attack. Try to think one step ahead!



Gifts

By selecting Gifts from the Dog House menu, you can exchange the Points you've earned hunting for new items. Some items are decorative, and some have special effects to make maintaining your farm easier.

THE END

More than anything else, Shepherd's Crossing is known for its wool. Anyone can raise chickens or grow cabbage, but the most respected farmers in the village are all shepherds. When you have a flock of your own, and your wool is contributing to the reputation of the town, you'll know you truly belong.

But settling down doesn't mean your life is over. In fact, your life in Shepherd's Crossing is just beginning.

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1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at www.valcongames.com/support or via email at support@valcongames.com referencing SHEPHERD'S CROSSING warranty in the subject line.
2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

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BRAMMY'S QUICK REFERENCE PAGE